

ABSTRACT OF THE DISCLOSURE

Members are increased efficiently by providing a referring mode for recruitment of non-members as one of means to achieve a game goal. The present invention provides a net game system for playing a game with the aim of achieving a predetermined goal, said game being played, via data terminals 3 operated by member players, in a game space provided on a game server 1, while communicating with the net server on the network 2. The game server 1 comprises a recruiting information generating section 106 for generating, upon receipt from a member player of referral information specifying the mail address of the data terminal 3 of a non-member player, recruiting information including information specifying the member player, an enrollment processing section 107 for performing enrollment processing upon receiving application information in response to recruiting information sent to the mail address of the non-member, and an advantage conferring section 108 for conferring to the referring member player advantages useful in achieving the goal of the game.